

AGB-AI8E-USA

GAME BOY ADVANCE

Barbie
SOFTWARE

horse adventures™

Blue Ribbon Race



INSTRUCTION BOOKLET

VIVENDI
UNIVERSAL
games

WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION - READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES



WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.



WARNING - Repetitive Motion Injuries

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendonitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.



WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



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Barbie™ horse adventures™ Blue Ribbon Race

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Introduction

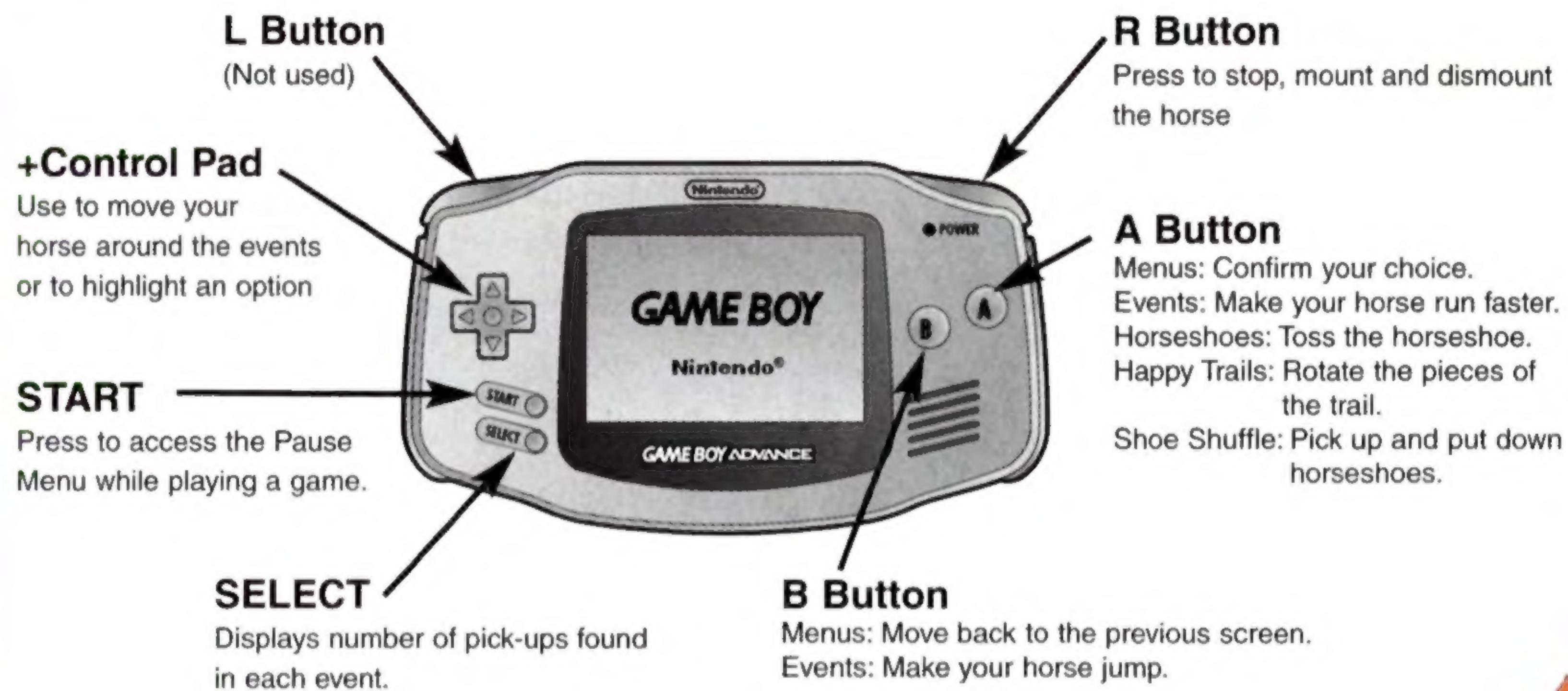


Join Barbie™ as she races against the clock through eight fun-filled events in the Primrose Hill Charity Cup. Play fun mini-games and help Barbie™ run, jump, and navigate past obstacles, finding pick-ups like flowers, coins and balloons along the way. Cross the finish line in each event to earn money for the Horse Charity. As you earn more money, you'll adopt horses pictured in the Charity Photo Album, which also contains fun facts about horses.

On the charity race, you and Barbie™ will meet four of her friends who will each give you a mini-game to play as a reward for doing well in an event. You can play these mini-games alone or with a friend any time you like.

Getting Started

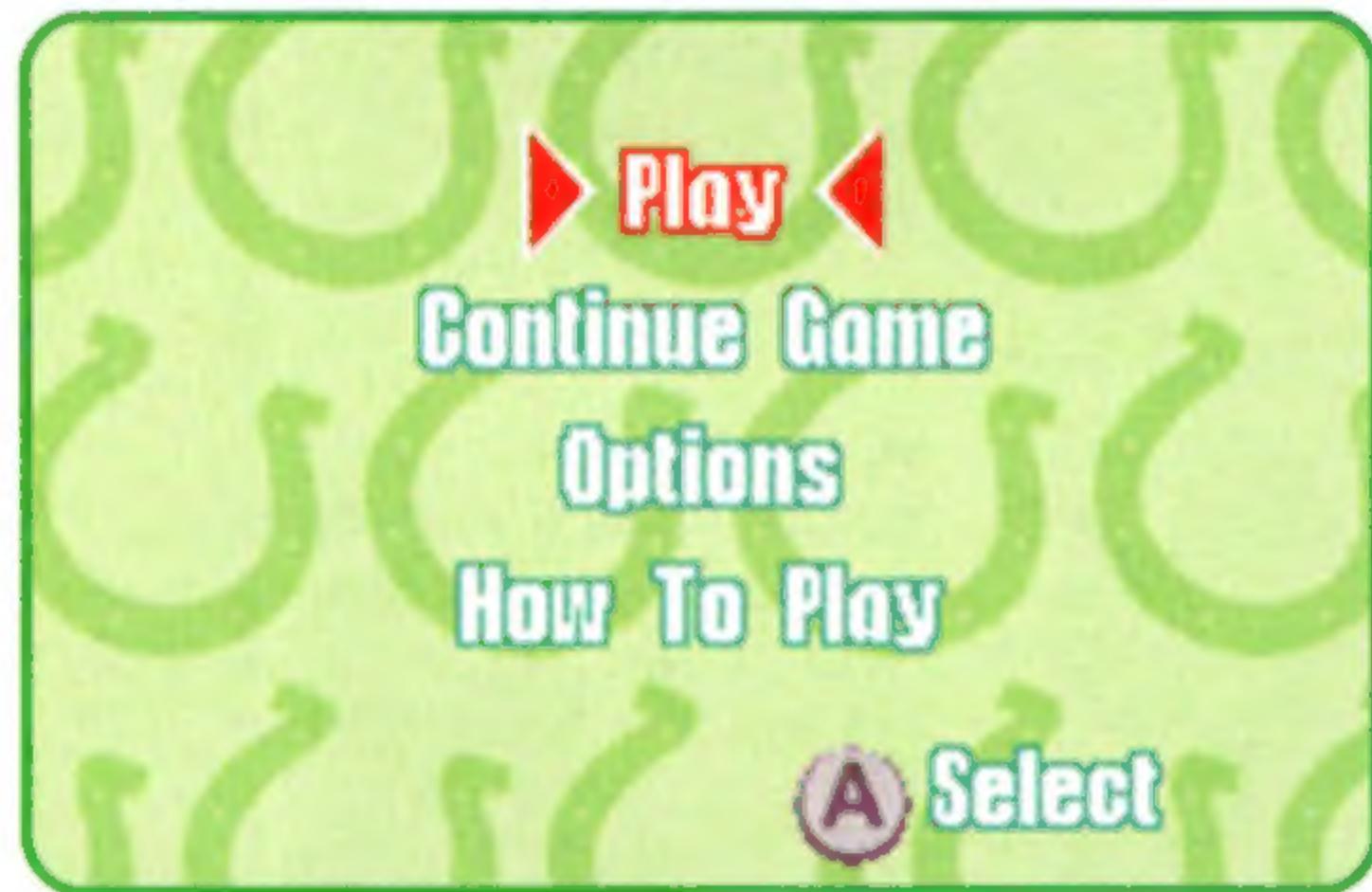
Be sure the Game Boy® Advance POWER switch is OFF. Insert the *Barbie™ Horse Adventures™ Blue Ribbon Race™* Game Pak into the Game Boy® Advance system. Turn the POWER switch ON. When the *Barbie™ Horse Adventures™ Blue Ribbon Race™* title screen appears, press START to go to the Main Menu.



Entering the Charity Cup

New Game

To enter the Charity Cup, you'll need to start a new game or continue a saved one. Use the +Control Pad Up or Down to highlight your choice and press the A Button to select it.



- **Play:** Select this option to start playing the game.
- **Continue Game:** If you've played before, select this option to go to the Password screen.
- **Options:** Select this to change the game volume and screen brightness, and to view the Credits.
- **How to Play:** Select this option to learn how to move Barbie™ and her horse through the events.

Continue Game

To continue a game you have already saved, choose the “Continue” option from the list at the Main Menu screen. Now you need to enter your 9-digit password.

- Use the +Control Pad Up or Down to move through the letters, and press the A Button to choose a letter.
- To change a letter, use the +Control Pad Left or Right to move over the letter you would like to change, then use the +Control Pad Up or Down to change the letter.
- Press the A Button to accept the password.



Main Menu

After starting a new game or entering a password to continue a saved game, use the +Control Pad Up or Down to highlight your choice and press the A Button to select it:



- **Let's Race!:** Start or Continue your race.
- **Stables:** Go to the stables to pick an outfit and a horse for Barbie™.
- **Mini-Games:** Choose to play up to four mini-games, which you'll earn while competing in the events.

The Stables

In the Stables, you can get Barbie™ all ready for the race by picking an outfit and a horse for her. You can also see the ribbons you've earned, and the horses you've adopted. Use the +Control Pad Up or Down to highlight your choice and press the A Button to select it:

- **Dressing Room:** Choose an outfit for Barbie™.
- **Choose a Horse:** Customize your horse by choosing its color, mane, and markings.
- **Trophy Case:** See how many ribbons you've earned and how well you placed in each event.



Dressing Room

Let's pick an outfit for Barbie™! You can come back to the Dressing Room whenever you want to change her outfit.



- Use the +Control Pad Up or Down and Left or Right to highlight the top or pants.
- Press the A Button to have Barbie™ try that item on.
- When you find an outfit you like, use the +Control Pad Left or Right to highlight Barbie™ and press the A Button to accept your selection.

Choose a Horse

You can change the color of your horse and its mane and markings!

- Use the +Control Pad Up or Down to highlight Color, Mane, or Markings.
- Press the A Button to see all the choices and make a selection.
- Use the +Control Pad Left or Right to highlight the horse and press the A Button to accept your selection.



Charity Photo Album

The Charity Photo Album shows you how many horses you've adopted with the money you've earned. For every coin you collect, you'll earn a horse in the photo album. The album holds 64 horses.

Use the +Control Pad to highlight a horse that you've adopted, then press the A Button to learn the horse's name and something else about it. The photos that have ribbons on them contain fun facts about horses. To turn the page, use the +Control Pad to highlight the arrows on either side of the album and press the A Button.



Trophy Case



The Trophy Case holds the ribbons you've won in each of the events: Blue is 1st place, Red is 2nd place, and White is 3rd place. If you come in first in the final event, you'll earn the Charity Cup.

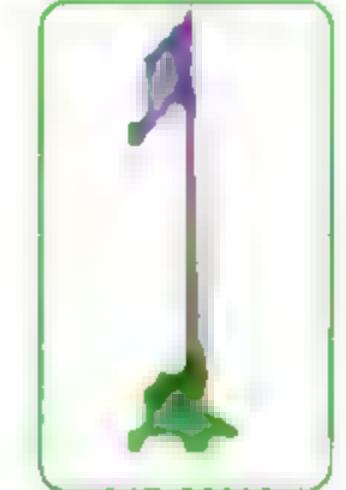
Use the +Control Pad Up or Down and Left or Right to select a ribbon, and press the A Button to see the name of the event for which you earned that ribbon. You can choose to compete in the event again from here if you want to earn a higher ribbon.

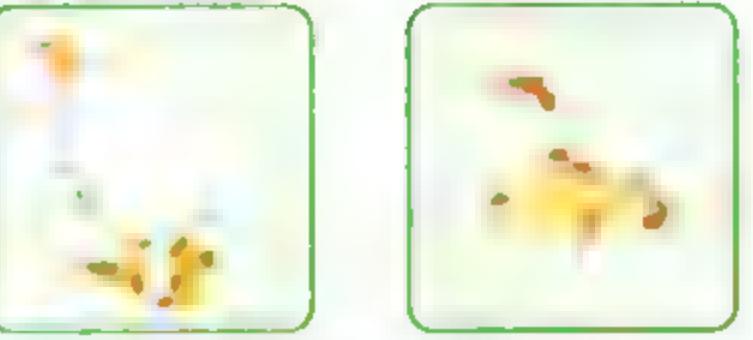
Controls

- ☛ **Pause** – Press START to pause the game and see the name of the event you are currently competing in.
- ☛ **Display** – Press SELECT to display the number of pick-ups you have found in an event.
- ☛ **Walk** – Use the +Control Pad to walk the horse or Barbie™ around. To make them move diagonally, press two directions at one time.
- ☛ **Gallop** – Press and hold the A Button to make the horse run.
- ☛ **Jump** – Press the B Button to jump.
- ☛ **Stop** – Press the R Button to stop the horse.
- ☛ **Lead** – Press the R Button in an area marked by chalk to have Barbie™ get off the horse, then use the +Control Pad to lead the horse. Press the R Button in the next area marked by chalk to get Barbie™ back on the horse.

Obstacles

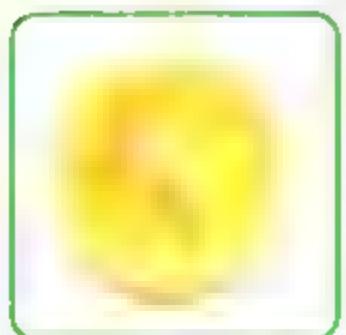
You'll encounter lots of fun and challenging obstacles in each of the events. Avoid these obstacles in order to run your best time!

- ☛ **Jumps:** Leap over jumps by pressing the B Button. If you forget to jump, it will slow down your horse and you'll lose time.
- ☛ **Flags:** Guide Barbie™ and her horse between all the blue flags in an event. The flags will turn pink when you get through them successfully. Be sure you go through every flag to complete the event! If you miss a flag, the rest will turn yellow and you'll need to ride back through the blue flags you missed.
- ☛ **Chalked Areas:** Barbie™ will have to walk her horse across certain areas on foot, like rickety bridges. When you enter a chalk-marked area, a thought bubble and graphic will appear indicating that Barbie™ should get off the horse or back on it.
- ☛ **Muddy Ground:** Make sure that you are running when you climb a muddy hill, or you might end up slipping back down.

- 🐴 **Animals:** There are lots of animals wandering around the trails! You can go around them or jump over them, but make sure you avoid them. If you bump into them, you'll lose time.
- 🐴 **Horseflies:** Horseflies on the trail will slow your horse down. Look for cans of Fly Spray to get rid of them.
- 🐴 **Falling Rocks:** In the mountains, be careful near the cliffs. If you see a shadow on the trail, move away quickly; a rock is falling down!
- 🐴 **Hay Bales:** Jump these rolling bales to avoid losing time.

Pick-ups

Pick-ups are found all over the levels. Whenever you find pick-ups, run over them to pick them up; your horse will get an extra boost, or you'll get a time bonus on that level.



Gold Coins: Eight coins can be found in each Trail Event. Coins for the Race Events are awarded according to how well you place. You will get 8 coins for 1st place, 4 coins for 2nd place, and 2 coins for 3rd place. These go toward the Horse Charity money.



Buttercups: Pick up these flowers to gain a time bonus.



Balloons: Set balloons free to gain time bonuses. If you collect balloons with the letters B.A.R.B.I.E., you'll receive a big time bonus. Sometimes these balloons are hidden in secret areas.



Horseshoes: The horseshoe pick-up will give your horse a temporary speed boost.



Fly Spray: Fly Spray will help keep horseflies away. Without it, the flies will make your horse move slowly. Fly Spray will always be found in front of or near horseflies.



Sugar Cubes: Sugar cubes allow Barbie™ and her horse to temporarily get by animals without being slowed down.

Let's Race!

When you're all saddled up and ready to go, it's time to hit the events! If you're playing for the first time, you'll start at Primrose Hill Village. If you're a returning player and have completed more events, you can pick up where you left off, or you can replay an event you've completed to place better and earn more money for charity.



- ☛ Use the +Control Pad Left or Right to scroll through all the available events, and press the A Button to enter the event.

The Events

There are eight exciting events to complete in the Primrose Hill Charity Cup. Half of them take you and Barbie™ through Primrose Hill Village and the surrounding country trails. Hidden throughout each of these trails, you'll find eight gold coins, which can be donated to the Horse Charity. The other four events are show-ground races that require you to complete 3 laps around a course in the best time possible. Rather than finding the coins in the Race events, gold coins are awarded to you based on your finish time. The better you place, the more gold coins you'll earn.

Event 1: Primrose Hill Village

The race is about to begin, but the violets that were once in vases in front of the castle have all blown away and are scattered around the village. Get warmed up for the events by collecting ten flowers and returning them to their vases. You may have to look all around the village to find the flowers. Follow the arrow signs to the castle to place the flowers back in their vases.

When you complete this event, Christie™ will give you the Horseshoes mini-game to play.

Whenever a mini-game is earned, you can choose to play it at that time or play later by selecting it from the Mini-Games menu.

Event 2: Primrose Hill Farm

Follow the course through all the blue flags in Primrose Hill farmyard. Watch out for ducks, squirrels, and other animals—they'll slow you down!

Event 3: Primrose Hill Race

Compete in the first major three-lap race! Some parts of this course will require Barbie™ to lead her horse along fenced areas. Try to collect all the balloons and buttercups. Look for the secret shortcut near the pink barrel—it will give you a better score!

If you come in 1st or 2nd place, Teresa™ will award you with the Happy Trails mini-game.

Event 4: Buttercup Mountain Trail

Race to the top of Buttercup Mountain! Watch out for falling rocks near the cliffs, and be sure to collect the Fly Spray to keep the flies away!

Event 5: Pine Valley Race

The second racing event is a little harder because there are more flags and jumps to clear! Ride around the track three times, but look out for rolling bales of hay and animals on the path. There are lots of balloons to collect to better your time!

If you come in 1st or 2nd place, Kira™ will congratulate you with the Shoe Shuffle mini-game.

Event 6: National Park Trail

This course over streams and waterfalls leads you down the mountain and into the National Park. There are lots of bridges where Barbie™ will have to lead her horse.

Event 7: National Park Race

This is the last race before the Primrose Hill Cup final. Look for the pink barrel that will lead you to a secret area!

If you come in 1st or 2nd place, Ken™ will reward you with the Maze Valley mini-game.

Final Event: Primrose Hill Final Race

It's time to use all the skills you've learned in the final event to earn the Winner's Cup. The Primrose Hill Final Race is all about speed, and there are plenty of horseshoes to help you out! The race starts in the stables and takes you around the village and into the surrounding farms.

Come in 1st or 2nd place and earn the big prize to give to the Horse Charity. If you don't win the first time, you can always try again!

Mini-Games

Horseshoes

Get ready for a game of horseshoes! The goal is to toss the horseshoes onto as many pegs as you can in the shortest time.

If you play this game with a friend, you'll take turns playing 5 rounds. The player with the best time wins the round.



- ☛ Use the +Control Pad to line up the horseshoe in front of a peg. As the game becomes more challenging, the horseshoe will move on its own and get progressively faster.
- ☛ Press and hold the A Button to toss the horseshoe.
- ☛ The Power Meter on the right of the screen will start to move up into three colored areas. When the meter is in the area that matches the color and area of the peg, release the A Button.

Happy Trails

In Happy Trails, create a path for your horse to follow that will lead it to jumps and sugar cubes. When your horse has made five jumps, you'll go on to the next level. You have a limited amount of time to make five jumps, so you'd better be quick!

If you play this game with a friend, you'll take turns playing 5 rounds. The one who makes the 5 jumps and picks up the most sugar cubes in the shortest time wins the round.

- Use the +Control Pad to select a piece of the trail, and press the A Button to rotate it until it continues the path for the horse. Lit pieces show how far your horse will be able to continue walking.
- When a jump appears, try to lead the horse to it by turning the sections of the trail.
- You can make the horse speed up by pressing the R Button.



Shoe Shuffle

In this game, you have to move all the horseshoes from one peg to another. You can move only one horseshoe at a time. And remember, you always have to place a smaller horseshoe on a bigger one, so you will have to shuffle them around from peg to peg to get the stack right.



If you play this game with a friend, the one who completes 5 rounds in the least time or moves wins.

First, select the level of difficulty. Use the +Control Pad Left or Right to select it:

Easy: 3 Horseshoes to stack

Medium: 5 Horseshoes to stack

Hard: 7 Horseshoes to stack

Next, choose to play with a Timer or a Move Counter. Use the +Control Pad Left or Right to make your choice:

Timer: Times how long it takes you to finish the puzzle.

Move Counter: Counts how many moves it takes you to finish the puzzle.

- Press the A Button to pick up a horseshoe.
- Use the +Control Pad Left or Right to move the horseshoe between the three pegs.
- Press the A Button again when you're over the peg you want to put the horseshoe on.

You have won the round when all the horseshoes are in order, largest to smallest, on different pegs than the ones they started on.

Maze Valley

Starting at the top left corner of the maze, guide the horse to the exit at the bottom right. Collect as many sugar cubes as you can while making your way to the exit.

If you play with a friend, you'll take turns playing 5 rounds. The player who wins the round reaches the exit with the most sugar cubes in the best time. The easy level has a smaller maze; the medium and hard levels have larger mazes.

- Use the +Control Pad to guide the horse along the path to the exit.
- Press the R Button to speed up the horse so you can get a better time.



Hints and Tips

- Always look out for secret areas where pick-ups may be hiding. Spending time looking for a secret pick-up might be worthwhile if you can get a time bonus.
- To adopt all 64 horses and see them in the Charity Photo Album, you need to earn a blue ribbon in each event and find all 8 coins on each of the Trail Events.
- Don't let flies bother the horse. They will make it unhappy and slow you down. Be sure to find the Fly Spray so you can keep them away!
- Look for the shortcuts near the pink barrels.

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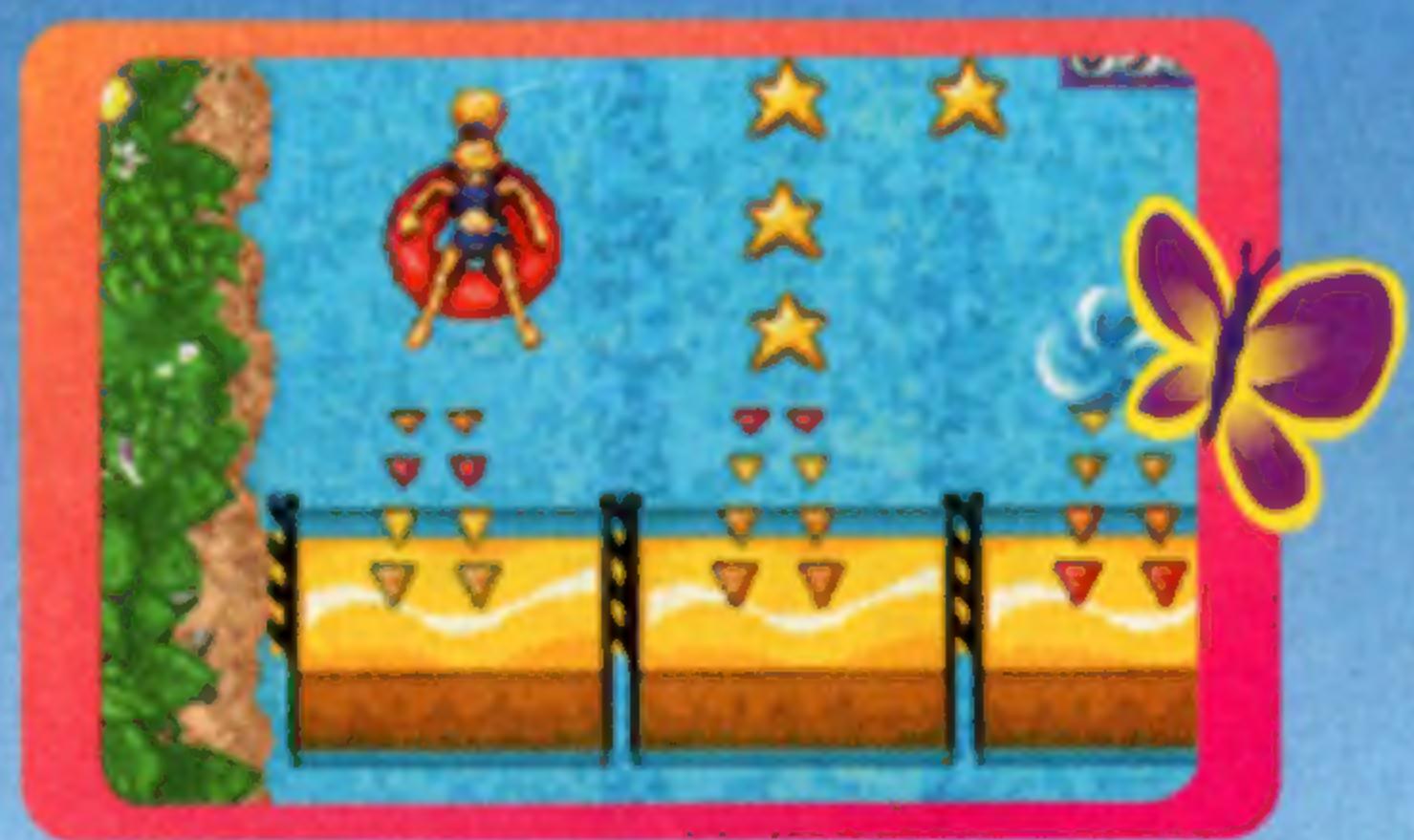
Scores



Scores

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